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Game Overview

TeleCards For Windows is a suite of 3 different card games: Crazy Eights, Cribbage, and Gin Rummy, for playing against the computer or a friend. To play another person two IBM compatible PC's are required running Windows 3.x linked together by modem, a Null modem serial cable or are attached to a network.

Key features found in TeleCards For Windows include:

- ** The ability to send messages back and forth between opponents when playing another person.
- ** A phonebook file containing both a player's hardware configuration and a list of up to 16 opponents with scores and dates called.
- ** Ability to save and restart games previously saved.

Related Topics:

Playing A Game

Playing Against The Computer

Playing Against Another Person via Modem

Playing Against Another Person via Network

Rules For Crazy Eights

Rules For Cribbage

Rules For Gin Rummy

Playing A Game

With TeleCards For Windows a player may select which opponent to play: the computer or another person. When TeleCards begins a window presents the following choices:

- Computer
- Human via Modem
- Human via Direct Link
- Human via Network

To play against another person via modem or direct link, a player's system MUST have COMM.DRV or an equivalent serial port device driver installed. Please refer to the Windows User Manual for further explanation on setting up and configuring serial ports.

When wanting to play against another person via a network the appropriate network software MUST be present on a player's system. Please refer to your network or LAN administrator for further assistance.

Related Topics:

- Playing Against The Computer
- Playing Against Another Person via Modem
- Playing Against Another Person via Network
- Selecting A Card To Play
- Restarting A Saved Game
- Sorting Cards In Hand
- Sending A Message To An Opponent
- Rules For Each Game

Selecting A Card To Play

To play a card move the cursor to a card in the playing hand. Click the **LEFT** mouse button to select the card. When the card is selected it is highlighted. Confirm this selection click the **LEFT** mouse button a second time. Choosing another card before confirming this selection nullifies the previous card and the new card is highlighted.

To select a card from either the draw or discard piles move the cursor to the appropriate stack and click the **LEFT** mouse button. The top card from that pile is added to the playing hand.

Related Topics:

[Selecting A Card Using The Keyboard](#)

[Sorting Cards In Hand](#)

[Playing A Game](#)

Rules Of The Game For

Crazy Eights

Cribbage

Gin Rummy

Selecting A Card Using The Keyboard

Use the four arrow keys to move the cursor to the card in the player's hand to play. Press **ENTER** or **SPACE BAR** to select the desired card. When the card is selected it is highlighted. To confirm this selection press the **ENTER** or **SPACE BAR** a second time. Choosing another card before confirming this selection nullifies the previous card and highlights the new card.

To select a card from either the draw or discard piles move the cursor to the appropriate stack and press **ENTER** or **SPACE BAR**. The top card from that pile will be added to the player's hand.

Press **HOME** to place the cursor on the first card in your hand.

Press **END** to place the cursor on the discard pile, except in Cribbage where the cursor is placed on the last card in the player's hand.

Press **TAB** to move the cursor to the next card stack. Note, in Cribbage this key has no effect.

Related Topics:

[Selecting A Card Using The Mouse](#)

[Sorting Cards In Hand](#)

[Starting A New Game](#)

[Playing A Different Game](#)

[Playing A Game](#)

An electronic device that makes possible the transmission of data to or from a computer via telephone or other communication line.

Two PC's connected together using a NULL modem serial cable.

A computer system linked to permit exchange of information.
Examples of such are Novell's NetWare or Artisoft's LANtastic.

Starting A New Game

When playing TeleCards For Windows against the computer a player has two options to start the current game over. Selecting '**Start New Game**' from the GAME menu or pressing F6 the score sets to zero (0) and deals a new hand. Play proceeds as usual.

Related Topics:

[Playing A Different Game](#)

[How To Play Crazy Eights](#)

[How To Play Cribbage](#)

[How To Play Gin Rummy](#)

Playing A Different Game

When playing TeleCards For Windows against the computer a player may end the current game and begin a different one anytime. Selecting '**Play A Different Game**' from the GAME menu or pressing F7 ends the current game and prompts a '**Game Selection**' window. Once a valid choice is entered the new game begins.

Related Topics:

[Starting A New Game](#)

[How To Play Crazy Eights](#)

[How To Play Cribbage](#)

[How To Play Gin Rummy](#)

Exiting TeleCards For Windows

To quit playing TeleCards For Windows at anytime during a game, select **'Exit TeleCards'** from the GAME menu when playing the computer and from the OPTIONS menu when playing another person.

A player may also quit by pressing F10 which requires the player to confirm this decision. Selecting "YES" exits the player back to Windows. However, if quitting before the end of a completed game, the player must choose whether or not to save this game for restart at a later time.

Related Topics:

[Starting A New Game](#)

[Playing A Different Game](#)

[Restarting A Saved Game](#)

The 'Chat' Feature:

To send a message to an opponent select '**Send Message To Opponent**' from the OPTIONS menu or press F2. A window is displayed in which to enter the text of the message. Messages can be up to 60 characters in length. Press **ENTER** to send the message or **ESC** to exit back to game.

Related Topics:

[Playing A Game](#)

Sorting Cards In Hand

To sort the playing hand either select '**Sort Cards**' from the OPTIONS menu, click the Right mouse button or press F3. For the games Crazy Eights and Cribbage, the two choices are by RANK or SUIT. However, if playing Gin Rummy the choices are RUNS-SETS or SETS-RUNS. Any remaining unmatched cards will be sorted by RANK when RUNS-SETS is selected and by SUIT when SETS-RUNS is chosen.

The sort option is ONLY valid when it is your turn.

[Related Topics:](#)

[Playing A Game](#)

Selecting A New Cardback Design

To change the design on the backs of the cards select '**Deck**' from the OPTIONS menu. Double click the **LEFT** mouse button or highlight the desired design and press **ENTER**. The design is saved between TeleCards sessions.

Related Topics:

[Playing A Game](#)

Displaying The Scoreboard

To see the score of the game select '**View Scoreboard**' from the OPTIONS menu or press F4. The scoreboard appears showing the previous and current scores.

Related Topics:

[Playing A Game](#)

The weighted value of a card. ACE is the lowest; KING is highest.

One of the classes into which cards are divided: Spades, Hearts, Diamonds or Clubs.

An example of a run is 7-8-9 of Hearts; an example of a set is three Kings.

Playing Against The Computer

When TeleCards For Windows is started it checks for a configuration file, **TCWPHONE.BOK** in the current directory. If the file is not found it is then created. Then a window prompt appears. Enter a name using a maximum of eleven (11) characters.

Next, select a game to play. Choose from either **Crazy Eights, Cribbage** or **Gin Rummy**. However if a player wishes to restart a previously saved game, select the '**Restart A Previous Game**' option.

Related Topics:

[Restarting A Saved Game](#)

[Playing A Different Game](#)

[How To Play Crazy Eights](#)

[How To Play Cribbage](#)

[How To Play Gin Rummy](#)

Playing Against Another Person Via Modem

When TeleCards For Windows is started it checks for a configuration file, **TCWPHONE.BOK** in the current directory. This file contains this player's name, personal phonebook, plus additional information to run TeleCards. If the file is not found it is then created.

A window then displays the following selections: Baud Rate and Communications Port, and entry fields for the player's name and an additional modem command.

If running TeleCards with Windows 3.1 or better, **COM1** thru **COM4** is supported; otherwise only **COM1** and **COM2** can be used. The four baud rates supported are: **300, 1200, 2400, 9600**.

The **Modem Command** field can be left blank unless a special command string is sent to the modem to disabling features that are ON by default. Two features that must be OFF for TeleCards to run correctly are data compression and error detection. Refer to the modem's user manual for specific command syntax.

Related Topics:

[Validating Communication Hardware](#)

[Determining Player Status](#)

[Establishing A Connection With Opponent](#)

[Restarting A Saved Game](#)

[Selecting A Game To Play](#)

Playing Against Another Person Via Network

When TeleCards For Windows is started a window prompts a player to enter the directory path to a 'common' or 'shared' subdirectory. This subdirectory MUST have read and write file access for both players. The default directory path is the location of the TeleCards program files. Press **ENTER** to specify the directory path entry is complete.

TeleCards will verify if the path exists. If the path is invalid an error message is displayed and a player is given another chance to enter the common directory path.

Both players MUST specify the same directory path for TeleCards to run successfully on a network.

If problems persist, contact your network or LAN administrator for assistance in either locating a shared or common subdirectory or modifying the file access rights to the default directory.

Once a player has entered the 'common' subdirectory a window prompt appears. Enter a name using a maximum of eleven (11) characters. It is recommended that a player use the same name each time TeleCards is played. Doing this allows for saved games to be restarted successfully.

Related Topics:

[Determining Player Status](#)

[Establishing A Connection With Opponent](#)

[Restarting A Saved Game](#)

[Selecting A Game To Play](#)

Validating Communications Hardware

TeleCards For Windows initializes and checks all communications equipment to verify it is in working order.

If TeleCards is unable to open the comport, a window displays two options. One is to '**Open**' a different comport, the other is to '**Exit**' TeleCards. If problems occur opening a comport, be sure that the serial port is properly setup up for Windows. This can be done under the Ports icon in the **Control Panel** section of the **Main** program group. Please refer to Windows user help for further assistance.

When TeleCards checks the modem and determines it to be inactive, a window displays three options: 1) Have TeleCards '**Retry**' initializing the modem after power is on. 2) '**Open**' a different comport and 3) '**Exit**' TeleCards For Windows.

Related Topics:

[Establishing A Connection With Opponent](#)
[Determining Player Status](#)

Establishing A Connection With Opponent

-- Playing Via Modem --

The person making the call will be presented with a phonebook screen and may add, delete, or update any entry in the personal TeleCards phonebook. For additional help, refer to the [TeleCards For Windows Phonebook](#) section.

The player receiving a call sees window displaying the time elapsed while waiting for an incoming call. If there is no call within five (5) minutes, a "Timeout" condition occurs where upon the player is given three options: 1) 'Keep' monitoring for a call, 2) 'Change' your player status and 3) 'Exit' TeleCards For Windows.

-- Playing Via Direct Link --

When playing this method, one player must be designated the 'Host' computer and the other be 'Remote'. Both computers will wait up to five (5) minutes for the other computer to respond. If no connection is established within this time limit a "Timeout" condition occurs where upon the player is given three options: 1) 'Keep' monitoring for a response, 2) 'Change' your player status and 3) 'Exit' TeleCards For Windows.

-- Playing Via Network --

When playing TeleCards over a network, one player must be designated the 'Host' workstation and the other be 'Remote'. Both computers will wait up to five (5) minutes for the other computer to respond. If no connection is established within this time limit a "Timeout" condition occurs where upon the player is given three options: 1) 'Keep' monitoring for a connection, 2) 'Change' your player status and 3) 'Exit' TeleCards For Windows.

Related Topics:

[Determining Player Status](#)

[Restarting A Saved Game](#)

[Selecting A Game To Play](#)

Selecting A Game To Play

Once a valid connection is established between the two players, the player who called (Host Computer), selects which game to be played. The opposing player either accepts or rejects the opponent's selection. Both players MUST AGREE on a selection before play proceeds.

Choose from **Crazy Eights**, **Cribbage** or **Gin Rummy**. Only after the opponent accepts the selection will the game begin. However to restart a previously saved game, choose the '**Restart A Previous Game**'.

Related Topics:

[Determining Player Status](#)

[Restarting A Saved Game](#)

[How To Play Crazy Eights](#)

[How To Play Cribbage](#)

[How To Play Gin Rummy](#)

Restarting A Saved Game

When "**Retart A Previous Game**" is selected, TeleCards searches the current directory for any file with the extension **TCG**.

When the opponent is another person TeleCards first searches for a special file, **TC_ABEND.TCG**. This file was created when either a transmission or timeout error occured. The Host Computer, is prompted to verify that this game be restarted.

Deciding not to restart the game in **TCG_ABEND.TCG**, TeleCards presents a 'Restart Selection' window to the Host Computer. This player specifies which game is to be restarted.

When playing another person via modem, TeleCards will check both the player's and opponent's computer to find the corresponding game file. However, with netowrk play, only the 'common' subdirectory is checked for TeleCards restart file.

Once found TeleCards verifies that the current opponent's name matches the name saved previously. If the names DO NOT match a message window states that this game cannot be restarted.

When playing against the computer ONLY games that were saved while playing the computer are highlighted in the 'Restart Selection' window.

To start a new game, select '**Start A New Game**'.

Related Topics:

[Selecting A Game To Play](#)
[Determining Player Status](#)
[How To Play Crazy Eights](#)
[How To Play Cribbage](#)
[How To Play Gin Rummy](#)

Determining Your Player Status

Once TeleCards For Windows has successfully initialized and verified that the communications equipment is working, it presents a window asking for 'Player Status'.

Player Status is defined as whether you are the player making the call or the player waiting to answer the call. Selecting '**Make Call**', you will dial an opponent's phone number. Instead selecting '**Receive Call**', the modem will go into auto answer mode and will wait five (5) minutes for an incoming call.

When playing TeleCards for Windows via a direct link, player status must be different for each player. A player must select either '**Host Computer**' or '**Remote Computer**'.

When playing TeleCards for Windows via a network, player status must be different for each player. A player must select either '**Host Workstation**' or '**Remote Workstation**'.

Players MUST decide both player's status before starting TeleCards For Windows.

Related Topics:

Selecting A Game To Play

Restarting A Saved Game

Establishing A Connection With Opponent

Commands

Game Menu Commands

The following three menu commands are ONLY accessible while playing the computer.

Start A New Game

Play A Different Game

Exit Game

Options Menu Commands (Computer Opponent)

Deck

Sort Cards

View Scoreboard

Options Menu Commands (Human Opponent)

Deck

Sort Cards

Send Message

View Scoreboard

Exit Game

TeleCards For Windows Phonebook

TeleCards For Windows has the ability to maintain a personal phonebook of opponents. The file, TCWPHONE.BOK, keeps track of up to 16 opponent's names, phone numbers, plus additional information such as the last game, time and score played against that opponent.

Related Topics:

[Adding Listings To The Phonebook](#)

[Updating A Listing In The Phonebook](#)

[Removing A Listing From The Phonebook](#)

[Calling An Opponent](#)

[Determining Player Status](#)

Adding Listings To Your Phonebook

A phonebook entry must at least contain a valid phone number. The PHONE NUMBER field holds up to 24 characters using the numbers 0 thru 9 plus the following special characters: () - , * #.

The NAME field holds up to 20 characters for an opponents name. If this field is left blank, "**NO NAME**" will appear.

To add a new entry, select 'Add' button and complete the entry, When complete either select the 'Update' or 'Call This Player' to save it to the phonebook.

Related Topics:

[Updating A Listing In The Phonebook](#)

[Removing A Listing From The Phonebook](#)

[Calling An Opponent](#)

Updating A Listing In Your Phonebook

Each phonebook entry can be altered. Select a listing from the Opponent Names Listbox by highlighting the proper selection.

Only the NAME and PHONE NUMBER fields can be changed. The PHONE NUMBER field can hold up to 24 characters using the numbers **0** thru **9** plus the following special characters: **() - , * #**. The NAME field is optional and holds up to 20 characters for an opponent's name. If left blank, **"NO NAME"** will appear.

When editing is completed, use the 'Update' button to save changes.

Related Topics:

[Adding Listings To The Phonebook](#)

[Removing A Listing From The Phonebook](#)

[Calling An Opponent](#)

Removing A Listing From Your Phonebook

Select a listing from the Opponent Names Listbox by highlighting the proper selection. Next press 'Delete' to remove this entry from the phonebook. A window is displayed to confirm this decision to delete an entry.

Related Topics:

[Adding Listings To The Phonebook](#)

[Updating A Listing In The Phonebook](#)

[Calling An Opponent](#)

Calling Your Opponent

To call an opponent, select a listing from the Opponent Names Listbox by either double-clicking with the mouse or pressing **ENTER** after highlighting the selection. Next, a window will display the status of the call. If there is no answer within 30 seconds or a busy signal is detected then a "Timeout" condition occurs. After a "Timeout", a window displays three options: 1) **'Retry'** calling the same phone number, 2) Obtain a **'New'** phone number to call and 3) **'Exit'** TeleCards For Windows.

Related Topics:

[Adding Listings To The Phonebook](#)

[Updating A Listing In The Phonebook](#)

[Removing A Listing From The Phonebook](#)

[Determining Player Status](#)

How To Play Crazy Eights:

In Crazy Eights, each player begins with seven cards. The rest of the deck is placed face down with the top card turned over forming the discard pile. To begin play, the first player must select a card from the player's own hand that matches either the number (except an eight), or suit (Hearts, Spades, Clubs, or Diamonds) of the top discard. If a match is found the player places that card on the discard pile. If a player is unable to play a card, the player must draw from the deck (keeping all of the cards drawn), until drawing either the same number or suit of the top card in the discard pile. A player may choose a card from the deck instead of playing a card from the hand.

On any turn, a player may play an eight which is considered **"wild"**. Playing an eight allows the player to change the suit to any other suit (usually the suit representing the most cards in the hand). An eight may NOT be used to change number or face cards, however. After an eight changes the suit, the other player must play a card of that suit or counter with another eight.

The game continues this way until one of the players discards the last card in the hand and "goes out." If the deck is used up and neither of the players can play a card, the game ends in a "block."

When the hand ends, the winner receives 50 points for each eight, 10 points for each face card, and 1 point for each ace. All other cards receive the number of points indicated by the card (i.e., a seven equals 7 points). If a hand ends in a block (when neither player can discard), the player with the lowest total receives the points difference of the other player's hand. In the case of a tie game, both players split the points evenly,

The game ends when either player reaches 100 points.

Related Topics:

[Playing A Game](#)

How To Play Cribbage:

Before the start of the first hand, each player draws a card from a fanned out deck to determine who receives the first crib; the lowest card wins.

In Cribbage, both players begin with six cards. Each player will then discard two cards from their hand which forms the **CRIB**.

Next the player who did not deal will draw a card from the remaining cards fanned. This card becomes the **STARTER** or **UPCARD** card. If the card selected is a JACK, the opponent receives 2 points for 'HIS HEELS'.

Each player, starting with the person who did not deal, plays a card in hand. The face value of this card (jacks, queens, and kings have a value of 10) is added to the total of the cards previously laid down. Play continues in this manner, alternating turns, till the count is not greater than 31. When a player is unable to play another card without exceeding 31, the player must use the 'GO' option. When this occurs, the opponent gets 1 point for the 'GO'. In addition, the opponent must lay down any cards that will not make the count exceed 31. The opponent receives points for runs or pairs played. If the count equals 31 exactly, the 'GO' earns 2 points instead of only 1.

The player who using the 'GO' option plays a card in hand restarting the count at zero. Play is continued until all remaining cards are used. The player who lays the last card receives 1 point.

During play, either player receives points when these following combinations occur:

Fifteen (15) -> Making the count equal 15 earns 2 points.

Pair -> Earns 2 points when a card is played of the same rank of the last card played.

Pair Royal -> Earns 6 points when last three cards played are the same rank.

Double Pair -> Earns 12 points when last four cards played are the same rank.

Run -> Earns 1 point for each card of a sequence that is three or more cards in length (e.g., 7-8-9 or J-Q-K of any suit).

```
*****  
* Tabulating Score At End Of Hand: *  
*****
```

When all cards have been played, each player must show the opponent his/her hand and tabulate its count. This count is added to each player's point total. The dealer also tabulates the count in the **CRIB**. This count is then added to the dealer's point total. The count is calculated in the following manner:

For any combination of 15, score **2** points.

For each pair of the same rank, score **2** points.

For any run of 3 or greater, score **1** point for each card in sequence.
For a flush, score **4** points when four cards in the hand are of the same suit. If the **STARTER** card is also of the same suit, add **1** extra point.
For 'Nobs' score **1** point when a JACK is the same suit as the **STARTER** card.

In TeleCards For Windows, **MUGGINS** scoring is possible ONLY when playing another person. The player who won the first crib determines the scoring method before the first hand is dealt. When the 'Scoring Method' window is presented select '**H**' or '**Human**' to place Cribbage in the **MUGGINS** mode. For a new Cribbage player, it is recommended to select '**A**' or '**Automatic**' allowing the computer to score all hands.

For **MUGGINS** mode, a player has three chances to successfully enter the count for each hand tabulated. If a player fails or enters an incorrect total, the difference calculated by the computer is automatically awarded to the other player.

The game ends when either player reaches 121 points.

[Related Topics:](#)

[Playing A Game](#)

How To Play Gin Rummy:

In Gin Rummy, each player begins with ten cards. The rest of the deck is placed face down with the top card turned over forming the discard pile. To begin play, the player who did not deal, may select the first discard. If the non-dealer passed on the first discard, the dealer may select the card and lay down another discard.

Each turn consists of a player selecting the top discard or a new card from the deck and subsequently discarding to keep the number of cards in a player's hand at ten. Play continues until a player is able to '**KNOCK**'. Players can '**KNOCK**' when the count of the remaining unmatched cards is 10 or under. Each face card has a value of 10, while all others have a value indicated by the card. A matched set is either a sequential run of 3 or more of the same suit (e.g.7-8-9 of Hearts), or 3 of the same rank. A card cannot be placed in both a run or 3 of a kind.

When a player '**KNOCK's**', the difference in the count of the remaining cards from each player's hand, except those that were '**laid off**', is awarded to the player who '**KNOCKED**'. The player who did not **KNOCK**, any unmatched card can be '**laid off**' if it is playable on a knocking player's matched set.

A bonus of **25** points is awarded when either of the following situations occur:

1] If the player who '**KNOCKED**' has no cards remaining after '**KNOCKING**'. Thus their total is zero (0). This is considered '**GIN**'.

2] If the player who did not '**KNOCK**' has a count less than or equal to an opponent's. This is called '**UNDERCUTTING**' the opponent. In the case where an opponent has gone '**GIN**', the bonus is not awarded.

Should either player be unable to '**KNOCK**' by the time the 50th card from the deck is chosen, the hand ends in a draw and neither player is given any points.

The game ends when either player reaches 100 points.

[Related Topics:](#)

[Playing A Game](#)

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Anyone distributing TeleCards For Windows for any kind of remuneration must first contact Cutlass Software, at the following address: 15127 N.E. 24th St. #108, Redmond, WA USA 98052, for authorization. If you are going to distribute TeleCards For Windows in a compressed file, please use the name TCW10.??? (.ZIP, .ARC, .LZH, etc.)

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[Related Topics:](#)

[Becoming A Registered User](#)
[Registration Form](#)

Related Topics:
License Agreement

Becoming A Registered User

TeleCards For Windows is a "shareware program" and is provided at no charge to you for a 30-day evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of "user-supported" software is to provide you with quality software without high prices and yet give shareware authors incentive to continue to develop products.

If you like TeleCards For Windows and continue to use it after the 30 day trial period, you must send a registration payment of **\$20.00** (U.S. funds) for all three (3) games for just **\$10.00** for a single game. Please printout the file REGISTER.TXT and return the completed form to Cutlass Software.

Remember that since TeleCards For Windows can be played by two players, the registration fee can be split in half with each player paying only **\$10.00** (or \$5.00 for a single game). If this is the case, please list both names when registering.

Related Topics:

[License Agreement](#)

[Registration Form](#)

